

STARSHIP COMBAT SHEET

028-1242

AY-21-3

05-1021

09-8531

09-8531

BY KILLERWHALE

YGG-A

STAR TREK
ROLEPLAYING GAME

85-100

SYSTEM DAMAGE TRACKS

SENSORS	E -1 TO ALL MANEUVERS	D -1 INITIATIVE	C -2 TO TACTICAL MANEUVERS	B LOCK ON IMPOSSIBLE	A OFFLINE - VESSEL BLIND
OPERATIONS	E -1 TO COMMAND MANEUVERS	D -1 TO COMPUTER USE TESTS	C -2 INITIATIVE	B -2 TO ALL MANEUVERS	A OFFLINE - CLOAK OFFLINE
LIFE SUPPORT	E RANDOM CONSOLE EXPLODES (1D6 STUN)	D RANDOM CONSOLE EXPLODES (1D6 WOUND)	C GRAVITY FAILING: -2 ALL PHYSICAL TESTS	B THIN ATMOSPHERE: 2D6 STUN ALL CREW	A OFFLINE - 2D6 ROUNDS TO ABANDON SHIP
PROPULSION	E -1 TO HELM MANEUVERS	D -1 INITIATIVE	C -2 TO HELM MANEUVERS	B -2 INITIATIVE	A OFFLINE - SYSTEM OFFLINE
WEAPONS	E -1 TO TACTICAL MANEUVERS	D -1 PENETRATION ALL ARRAYS	C NO TIER 2 TACTICAL MANEUVERS	B -2 TO TACTICAL MANEUVERS	A OFFLINE - SYSTEM OFFLINE
SHIELDS	E -1 SHIELD STRENGTH	D -1 PROTECTION RATING	C -1 SHIELD THRESHOLD	B -2 PROTECTION RATING	A OFFLINE - SYSTEM OFFLINE

NOTES

CREW SCORES

WEAPONS

SHIELDS

SYSTEMS RELIABILITY

SHIP NAME	CREW SCORES							WEAPONS				SHIELDS		STRUCTURE	SYSTEMS RELIABILITY						IMPORTANT TRAITS	NOTES / OBJECTIVES			
	TARGET	RANGE	INITIATIVE	COMMAND	HELM	TACTICS	SENSORS	ENGINEER	TYPE	PENETRATION	TYPE	PENETRATION	TYPE		PENETRATION	PROTECTION	THRESHOLD	SENSORS	OPERATIONS	LIFE SUPPORT			PROPULSION	WEAPONS	SHIELDS